

<div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div>1/2</div> <div>----- -- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div>1/2</div> <div>----- -- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ajani, Nacatl Pariah</div><div><div>1</div><div>W</div></div></div> <div>Legendary Creature -- Cat Warrior</div> <div>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</div> <div>1/2</div> <div>----- -- -- BACK FACE -- --</div> <div><div>Ajani, Nacatl Avenger</div><div>Legendary Planeswalker -- Ajani</div><div>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div><div>Godless Shrine</div></div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Godless Shrine</div></div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grief</div><div>2BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grief</div><div>2BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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1 B

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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1 B

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1/1

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<div>Phlage, Titan of Fire's Fury 1RW</div> <div>Legendary Creature -- Elder Giant</div> <div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Phlage, Titan of Fire's Fury 1RW</div> <div>Legendary Creature -- Elder Giant</div> <div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Phlage, Titan of Fire's Fury 1RW</div> <div>Legendary Creature -- Elder Giant</div> <div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Solitude<div><div>3</div><div>W</div><div>W</div></div><div>Creature -- Elemental Incarnation</div><div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Solitude<div><div>3</div><div>W</div><div>W</div></div><div>Creature -- Elemental Incarnation</div><div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Solitude<div><div>3</div><div>W</div><div>W</div></div><div>Creature -- Elemental Incarnation</div><div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Solitude<div><div>3</div><div>W</div><div>W</div></div><div>Creature -- Elemental Incarnation</div><div>Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Sorin of House Markov<div>Card</div><div><div>OTHER FACE</div></div><div>Sorin of House Markov<div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sorin of House Markov<div>Card</div><div><div>OTHER FACE</div></div><div>Sorin of House Markov<div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Sorin of House Markov<div>Card</div><div><div>OTHER FACE</div></div><div>Sorin of House Markov<div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Swamp<div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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②

```
Flash
As this artifact enters, choose a
card name.
Spells with the chosen name cost {3}
more to cast.
Activated abilities of sources with
the chosen name can't be activated
unless they're mana abilities.
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[sidebar]

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① B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

[sidebar]

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① R

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

[sidebar]

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2/2

<div> <div>Harsh Mentor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Terminate</div> <div> <div>B</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature. It can't be regenerated. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Wear</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) </div> <div>[sideboard]</div> <div> <div>RIGHT HALF</div> <div>W</div> <div>Tear</div> <div>Instant</div> <div> Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Wear</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) </div> <div>[sideboard]</div> <div> <div>RIGHT HALF</div> <div>W</div> <div>Tear</div> <div>Instant</div> <div> Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - pat0presidente - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

<div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td></td>	<div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td>	<div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td></td>	
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